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29159 7590 10/10/2008 BELL, BOYD & LLOYD LLP P.O. Box 1135 CHICAGO, IL 60690			EXAMINER HOEL, MATTHEW D	
			ART UNIT 3714	PAPER NUMBER
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Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

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Office Action Summary	Application No. 10/655,871	Applicant(s) HUGHS-BAIRD ET AL.	
	Examiner Matthew D. Hoel	Art Unit 3714	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 07/24/2008.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-56 is/are pending in the application.
- 4a) Of the above claim(s) 15-19, 32-46 and 51-56 is/are withdrawn from consideration.
- 5) ☐ Claim(s) _____ is/are allowed.
- 6) ☒ Claim(s) 1-4, 8-11, 20-28 and 47-50 is/are rejected.
- 7) ☒ Claim(s) 5-7, 12-14 and 29-31 is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on _____ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some * c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
2. ☐ Certified copies of the priority documents have been received in Application No. _____.
3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- | | |
|--|---|
| 1) <input checked="" type="checkbox"/> Notice of References Cited (PTO-892) | 4) <input type="checkbox"/> Interview Summary (PTO-413) |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948) | Paper No(s)/Mail Date. _____ |
| 3) <input checked="" type="checkbox"/> Information Disclosure Statement(s) (PTO/SB/08) | 5) <input type="checkbox"/> Notice of Informal Patent Application |
| Paper No(s)/Mail Date <u>07/24/2008</u> . | 6) <input type="checkbox"/> Other: _____ |

DETAILED ACTION

Claim Rejections - 35 USC § 103

1. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

2. The factual inquiries set forth in *Graham v. John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.
2. Ascertaining the differences between the prior art and the claims at issue.
3. Resolving the level of ordinary skill in the pertinent art.
4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

3. Claims 1 to 4, 8 to 11, 20 to 23, 25 to 28, and 47 to 50 are rejected under 35

U.S.C. 103(a) as being obvious over “The Price is Right Dice Game” (8-22-2004

archived web page of <http://gscentral.net/dice.htm>, downloaded from

<http://web.archive.org/web/20040822075604/http://gscentral.net/dice.htm> on 8-19-2007,

hereafter referred to as Dice Game, entered as NPL 08-27-2007) in view of Baerlocher, et al. (U.S. patent 6,406,369 B1) and further in view of Thomas, et al. (EPO publication EP 0 945 837 A2, application 99105568.2).

4. As to Claim 1: Dice Game teaches a plurality of component symbols (top and bottom rows of digits, Pages 1 and 2); a plurality of prediction symbols (plural dice Pages 1 and 2). Dice game teaches a game to (a) select one of said component

Art Unit: 3714

symbols (first symbol selected, Page 2); (b) designate one of said plurality of prediction symbols (dice rolled, Page 2); (c) display said designated prediction symbol to a player (dice displayed, Page 2); (d) change a first modifier based on said displayed prediction symbol (thousands place revealed to player if dice matches digit for that price Page 2, the digit is a X1000 modifier since it is a thousands decimal place in the price of a car, in this case the 3 would have been revealed to the player in the thousands position if the car were in the \$3,000 to \$3,999 range, but it was not so in this case the player had to select higher or lower than three and correctly selected higher so a four was shown in the thousands place; in the example of Page 2 the prediction symbol or dice correctly predicted the component symbol or 6 in the tens place to the player did not have to select higher or lower); (e) change a second modifier if said prediction symbol matches said selected component symbol (process repeated and hundreds place revealed to player if dice matches digit for that price Page 2); (f) if said prediction symbol does not match said selected component symbol: (i) form at least two symbol sets based on said prediction symbol, wherein one of said symbols sets includes the selected component symbol (player must select from higher or lower as outlined above concerning Page 2 of the Price is Right Dice Game, in this case the player had to select higher or lower in the 1000s, 100s and 1s places because the 3, 4, and 5 of the dice did not match the 4, 6, and 8 digits, respectively); (ii) enable the player to input a prediction of which formed symbol set includes the selected component symbol; (iii) reveal the selected component symbol to the player; and (iv) change a third modifier if the player correctly picked which symbol set includes the selected component symbol (player has to select last digit as

higher or lower than five rolled on dice or prediction symbol in ones place of car price on Page 2, player correctly selected higher so 8 digit is revealed to player);

(g) repeat steps (a) to (f) until each of said component symbols is revealed; and (h) provide the player an award based on said first modifier, said second modifier and said third modifier (game repeated until all digits are revealed and prize awarded to player in the event the player got all of the digits right, Pages 2 and 3). Dice game, however, lacks specificity as to a gaming device comprising: a display device; and a processor operable with said display. '369, however, teaches an analogous game comprising a gaming device, a processor, and a display (Abst., Fig. 1, 2). It would have been obvious to one of ordinary skill at the time the invention was made to have applied the game of Dice Game to a wagering gaming device such as '369. MPEP 2144.04(III): "III. AUTOMATING A MANUAL ACTIVITY. In re Venner, 262 F.2d 91, 95, 120 USPQ 193, 194 (CCPA 1958) (Appellant argued that claims to a permanent mold casting apparatus for molding trunk pistons were allowable over the prior art because the claimed invention combined "old permanent-mold structures together with a timer and solenoid which automatically actuates the known pressure valve system to release the inner core after a predetermined time has elapsed." The court held that broadly providing an automatic or mechanical means to replace a manual activity which accomplished the same result is not sufficient to distinguish over the prior art.)." The applicants' prior art (102(b)) teaches a TV game show implemented as a bonus game on a wagering device (U.S. patent 5,788,573 A) which would suggest taking a TV game show such as the Price is Right Dice Game and making it a bonus game on a wagering device. '369 is

Art Unit: 3714

analogous art to Dice Game in that it has ranges of action for the player (pass left or pass right, Fig. 5) and cumulative modifiers (Fig. 3). The advantage of this combination would be to take a game show familiar to players, most likely over thirty because of the running dates of the Price is Right game show, to attract players to play an otherwise typical slot machine. Regarding the new limitation of displaying each of the component symbols for each play of the game, such a limitation is obvious over "Dice Game" and '369 in light of '837. Thomas in '837 (Paras. 41 and 73) discloses that at the end of the bonus game when the player has drawn a terminator or "Party Pooper" symbol, that all of the drawn and undrawn outcomes on the grid are displayed (see Fig. 9), so that the player can see all of the winning and losing outcomes, including those that were never drawn. It would have been obvious to one of ordinary skill in the art at the time the invention was made to have applied such a display on each play of the game as taught in '837 to "Dice Game." In the event the player correctly guessed the price of the vehicle, all of the component symbols or digits in the vehicle price would of course be displayed to the player and audience. This modification would do the same thing in the event of losing outcomes in which the player did not correctly guess all of the digits in the cars price, so the complete price would be displayed in every event of the "Dice Game," whether winning or losing. The embodiment disclosed in "Dice Game" is a TV game show, in this case the "Dice Game" played on "Wheel of Fortune." Disclosing the remaining digits in the car's price in the event the player did not correctly guess all of the digits during the course of the game would have the effect and advantage of satisfying the curiosity of the losing player and curious members of the game show audience. It

Art Unit: 3714

would also have the advantage of providing confidence and transparency to the game, since the player and audience would know in the end what price the car was. They could, for example, later on verify the car's price by consulting the National Automobile Dealers Association (Blue Book) guide to vehicle prices.

5. As to Claim 2: Dice Game on Page 2 shows the 6 in the tens place being revealed by the six on the dice (prediction symbol) matching the actual value of that digit.

6. As to Claim 3: The component symbols in Dice Game are from a range of numbers (higher or lower than the dice prediction symbol, Page 2).

7. As to Claim 4: The plurality of component symbols in Dice Game form a target symbol (plurality of digits forming the price of the car, Page 2).

8. As to Claim 8: '369 teaches a gaming device comprising: a primary wagering game operable upon a wager by a player (Figs. 1, 2; 4:50-5:15). Dice Game teaches a plurality of component symbols; a plurality of prediction symbols (Pages 2 and 3); and a triggering event associated with said primary wagering game. Dice Game teaches (a) one of said component symbols is selected (one of digits is selected, Page 2); (b) one of said plurality of prediction symbols is designated (dice or prediction symbol rolled for each digit, Page 2); (c) said designated prediction symbol is displayed to the player (Page 2); (d) a first modifier is changed based on said displayed prediction symbol (thousands place revealed to player if dice matches digit for that price Page 2, the digit is a X1000 modifier since it is a thousands decimal place in the price of a car, in this case the 3 would have been revealed to the player in the thousands position if the car

Art Unit: 3714

were in the \$3,000 to \$3,999 range, but it was not so in this case the player had to select higher or lower than three and correctly selected higher so a four was shown in the thousands place); (e) a second modifier is changed if said prediction symbol matches said selected component symbol (process repeated and hundreds place revealed to player if dice matches digit for that price Page 2); (f) if said prediction symbol does not match said selected component symbol: (i) at least two symbol sets are formed based on said prediction symbol, wherein one of said symbols sets includes the selected component symbol (player must select from higher or lower as outlined above concerning Page 2 of the Price is Right Dice Game); (ii) the player is enabled to input a prediction of which formed symbol set includes the selected component symbol; (iii) the selected component symbol is revealed to the player; and (iv) a third modifier is changed if the player correctly picked the symbol set which includes the selected component symbol (player has to select last digit as higher or lower than five rolled on dice or prediction symbol in ones place of car price on Page 2, player correctly selected higher so 8 digit is revealed to player); (g) steps (a) to (f) are repeated until each component symbol is revealed; and (h) an award based on said first modifier, said second modifier and said third modifier is provided to the player (game repeated until all digits are revealed and prize awarded to player in the event the player got all of the digits right, Pages 2 and 3). The new limitation of Claim 8 is addressed in the rejection of Claim 1.

9. As to Claim 9: Dice Game on Page 2 shows the 6 in the tens place being revealed by the six on the dice (prediction symbol) matching the actual value of that digit.
10. As to Claim 10: The component symbols in Dice Game are from a range of numbers (higher or lower than the dice prediction symbol, Page 2).
11. As to Claim 11: The plurality of component symbols in Dice Game form a target symbol (plurality of digits forming the price of the car, Page 2).
12. As to Claim 20: As outlined regarding Claim 1, '369 and Dice Game teach a gaming device comprising: a plurality of symbols; a plurality of component symbols, wherein each component symbol is one of said plurality of symbols; a plurality of symbol sets, wherein each symbol set includes zero, one or a plurality of said symbols; a plurality of different modifiers; a display device; and a processor operable with said display device to select at least 10 one of said component symbols and for each selected component symbol to: (a) designate one of said plurality of symbols as a prediction symbol; (b) display said designated prediction symbol to a player; (c) provide the player an award based on said selected component symbol and one of the modifiers if said prediction symbol matches said selected component symbol, wherein each time said prediction symbol matches said selected component symbol the award is based on a different one of said modifiers; and (d) if said prediction symbol does not match said selected component symbol: (i) form at least two of said symbol sets based on said prediction symbol, wherein one of said symbols sets includes the selected component symbol; (ii) display the symbols from the symbol set including the selected component

Art Unit: 3714

symbol; (iii) enable the player to try to pick the selected component symbol by picking one of the displayed symbols; (iv) reveal the selected component symbol to the player; and (v) provide the player said award if the player correctly picked the selected component symbol (top and bottom rows of digits, Pages 1 and 2; plural dice Pages 1 and 2; first symbol selected, Page 2; dice rolled, Page 2; dice displayed, Page 2; thousands place revealed to player if dice matches digit for that price Page 2, the digit is a X1000 modifier since it is a thousands decimal place in the price of a car, in this case the 3 would have been revealed to the player in the thousands position if the car were in the \$3,000 to \$3,999 range, but it was not so in this case the player had to select higher or lower than three and correctly selected higher so a four was shown in the thousands place; in the example of Page 2 the prediction symbol or dice correctly predicted the component symbol or 6 in the tens place to the player did not have to select higher or lower; process repeated and hundreds place revealed to player if dice matches digit for that price Page 2; player must select from higher or lower as outlined above concerning Page 2 of the Price is Right Dice Game, in this case the player had to select higher or lower in the 1000s, 100s and 1s places because the 3, 4, and 5 of the dice did not match the 4, 6, and 8 digits, respectively; player has to select last digit as higher or lower than five rolled on dice or prediction symbol in ones place of car price on Page 2, player correctly selected higher so 8 digit is revealed to player; game repeated until all digits are revealed and prize awarded to player in the event the player got all of the digits right, Pages 2 and 3). Regarding the new limitation of Claim 20, this is still obvious in light of '573. Figs. 1 and 2 of '573 disclose the slot spinning and the letters

Art Unit: 3714

from the winning paylines being matched to the Wheel of Fortune bonus game (esp. steps 114, 116, 118, 122 of Fig. 1). This is an example of the component symbols being randomly selected by the gaming device instead of by the player as cited in Claim

1. One of ordinary skill in the art at the time the invention was made would have been motivated to make this modification to "Dice Game" as it would allow the game to be implemented as either a base game or a bonus game. This would serve to make players more familiar with the game format as the base game would remain a slot machine. The new limitation of Claim 20 is addressed in the rejection of Claim 1.

13. As to Claim 21: Dice Game on Page 2 shows the 6 in the tens place being revealed by the six on the dice (prediction symbol) matching the actual value of that digit.

14. As to Claim 22: The component symbols in Dice Game are from a range of numbers (higher or lower than the dice prediction symbol, Page 2).

15. As to Claim 23: The plurality of component symbols in Dice Game form a target symbol (plurality of digits forming the price of the car, Page 2).

16. As to Claim 25: As outlined regarding Claim 1, '369 and Dice Game teach a gaming device comprising: a primary game operable upon a wager by a player; a plurality of symbols; a plurality of component symbols, wherein each component symbol is one of said plurality of symbols; a plurality of symbol sets, wherein each symbol set includes zero, one or a plurality of said symbols; a plurality of different modifiers; a triggering event associated with said primary game, wherein after the occurrence of said triggering event at least one of said component symbols is selected and for each

Art Unit: 3714

selected component symbol: (a) one of said plurality of symbols is designated as a prediction symbol; (b) said designated prediction symbol is displayed to the player; (c) an award based on said selected component symbol and one of the modifiers is provided to the player if said prediction symbol matches said selected component symbol, wherein each time said prediction symbol matches said selected component symbol the award is based on a different one of said modifiers; and (d) if said prediction symbol does not match said selected component symbol: (i) at least two of said symbol sets are formed based on said prediction symbol, wherein one of said symbols sets includes the selected component symbol; (ii) the symbols from the symbol set including the selected component symbol are displayed; (iii) the player is enabled to try to pick the selected component symbol by picking one of the displayed symbols; (iv) the selected component symbol is displayed to the player; and (v) said award is provided to the player if the player correctly picked the selected component symbol (top and bottom rows of digits, Pages 1 and 2; plural dice Pages 1 and 2; first symbol selected, Page 2; dice rolled, Page 2; dice displayed, Page 2; thousands place revealed to player if dice matches digit for that price Page 2, the digit is a X1000 modifier since it is a thousands decimal place in the price of a car, in this case the 3 would have been revealed to the player in the thousands position if the car were in the \$3,000 to \$3,999 range, but it was not so in this case the player had to select higher or lower than three and correctly selected higher so a four was shown in the thousands place; in the example of Page 2 the prediction symbol or dice correctly predicted the component symbol or 6 in the tens place to the player did not have to select higher or lower;

Art Unit: 3714

process repeated and hundreds place revealed to player if dice matches digit for that price Page 2; player must select from higher or lower as outlined above concerning Page 2 of the Price is Right Dice Game, in this case the player had to select higher or lower in the 1000s, 100s and 1s places because the 3, 4, and 5 of the dice did not match the 4, 6, and 8 digits, respectively; player has to select last digit as higher or lower than five rolled on dice or prediction symbol in ones place of car price on Page 2, player correctly selected higher so 8 digit is revealed to player; game repeated until all digits are revealed and prize awarded to player in the event the player got all of the digits right, Pages 2 and 3). The new limitation of Claim 25 is addressed in the rejection of Claim 20.

17. As to Claim 26: Dice Game on Page 2 shows the 6 in the tens place being revealed by the six on the dice (prediction symbol) matching the actual value of that digit.

18. As to Claim 27: As outlined regarding Claim 1, '369 and Dice Game teach a gaming device comprising: a plurality of numbers, wherein each of said numbers is from a range of numbers; a plurality of number sets, wherein each number set includes zero, one or a plurality of said numbers; a target number formed from a plurality of component numbers, wherein each component number is one of said plurality of numbers; a plurality of modifiers; a display device; and a processor operable with said display device to determine said target number, to select at least one of said component numbers of said determined target number and for each selected component number to: (a) designate one of said plurality of numbers as a prediction number, (b) display

Art Unit: 3714

said designated prediction number to a player; (c) provide an award to the player based on said selected component number and one of said modifiers if said prediction number matches said selected component number, wherein a greater one of said modifiers is used for each provided award, and (d) if said prediction number does not match said selected component number: (i) form one of said number sets based on said prediction number, wherein said number set includes the selected component number, (ii) enable the player to pick one of the numbers from the formed number set including the selected component number, (iii) display the selected component number, and (iv) provide the player the award if the player picks the selected component number (top and bottom rows of digits, Pages 1 and 2; plural dice Pages 1 and 2; first symbol selected, Page 2; dice rolled, Page 2; dice displayed, Page 2; thousands place revealed to player if dice matches digit for that price Page 2, the digit is a X1000 modifier since it is a thousands decimal place in the price of a car, in this case the 3 would have been revealed to the player in the thousands position if the car were in the \$3,000 to \$3,999 range, but it was not so in this case the player had to select higher or lower than three and correctly selected higher so a four was shown in the thousands place; in the example of Page 2 the prediction symbol or dice correctly predicted the component symbol or 6 in the tens place to the player did not have to select higher or lower; process repeated and hundreds place revealed to player if dice matches digit for that price Page 2; player must select from higher or lower as outlined above concerning Page 2 of the Price is Right Dice Game, in this case the player had to select higher or lower in the 1000s, 100s and 1s places because the 3, 4, and 5 of the dice did not match the 4, 6, and 8

Art Unit: 3714

digits, respectively; player has to select last digit as higher or lower than five rolled on dice or prediction symbol in ones place of car price on Page 2, player correctly selected higher so 8 digit is revealed to player; game repeated until all digits are revealed and prize awarded to player in the event the player got all of the digits right, Pages 2 and 3).

The new limitation of Claim 25 is addressed in the rejection of Claim 1.

19. As to Claim 28: As outlined regarding Claim 1, '369 and Dice Game teach a gaming device comprising: a plurality of component numbers; a plurality of prediction numbers; a display device; and a processor operable with said display device to: (a) select one of said component numbers; (b) designate one of said plurality of prediction numbers; (c) display said designated prediction number to a player; (d) change a first modifier based on said displayed prediction number; (e) change a second modifier if said prediction number matches said selected component number; (f) if said prediction number does not match said selected component number: (i) form at least two number sets based on said prediction number, wherein one of said sets includes the selected component number; (ii) enable the player to input a prediction of which formed number set includes the selected component number; (iii) reveal the selected component number to the player; and (iv) change a third modifier if the player correctly picked which number set includes the selected component number; (g) repeat steps (a) to (f) until each of said component numbers is revealed; and (h) provide the player an award based on said first modifier, said second modifier and said third modifier (top and bottom rows of digits, Pages 1 and 2; plural dice Pages 1 and 2; first symbol selected, Page 2; dice rolled, Page 2; dice displayed, Page 2; thousands place revealed to player

Art Unit: 3714

if dice matches digit for that price Page 2, the digit is a X1000 modifier since it is a thousands decimal place in the price of a car, in this case the 3 would have been revealed to the player in the thousands position if the car were in the \$3,000 to \$3,999 range, but it was not so in this case the player had to select higher or lower than three and correctly selected higher so a four was shown in the thousands place; in the example of Page 2 the prediction symbol or dice correctly predicted the component symbol or 6 in the tens place to the player did not have to select higher or lower; process repeated and hundreds place revealed to player if dice matches digit for that price Page 2; player must select from higher or lower as outlined above concerning Page 2 of the Price is Right Dice Game, in this case the player had to select higher or lower in the 1000s, 100s and 1s places because the 3, 4, and 5 of the dice did not match the 4, 6, and 8 digits, respectively; player has to select last digit as higher or lower than five rolled on dice or prediction symbol in ones place of car price on Page 2, player correctly selected higher so 8 digit is revealed to player; game repeated until all digits are revealed and prize awarded to player in the event the player got all of the digits right, Pages 2 and 3). The new limitation of Claim 28 is addressed in the rejection of Claim 1.

20. As to Claim 47: '369 teaches a method of operating a gaming device (Figs. 1, 2; 4:50-5:15). Dice Game teaches (a) selecting one of a plurality of component symbols; (b) generating a prediction symbol; (c) displaying said prediction symbol; (d) providing an award to a player if the generated prediction symbol matches the selected component symbol, wherein said award is based on said selected component symbol

Art Unit: 3714

and a modifier;(e) if the generated prediction symbol does not match the selected component symbol: (i) forming a symbol set based on the generated prediction symbol, wherein said symbol set includes the selected component symbol; (ii) displaying said symbol set that includes the selected component symbol; (iii) enabling the player to pick one of the symbols from the symbol set which includes the selected component symbol; and (iv) providing the player the award if the player's picked symbol is the selected component symbol; (f) revealing the selected component symbol; and (g) repeating steps (a) to (f) until each component symbol is revealed, wherein the modifier that each subsequent award is based on is greater than the modifier that each previous award is based on (top and bottom rows of digits, Pages 1 and 2; plural dice Pages 1 and 2; first symbol selected, Page 2; dice rolled, Page 2; dice displayed, Page 2; thousands place revealed to player if dice matches digit for that price Page 2, the digit is a X1000 modifier since it is a thousands decimal place in the price of a car, in this case the 3 would have been revealed to the player in the thousands position if the car were in the \$3,000 to \$3,999 range, but it was not so in this case the player had to select higher or lower than three and correctly selected higher so a four was shown in the thousands place; in the example of Page 2 the prediction symbol or dice correctly predicted the component symbol or 6 in the tens place to the player did not have to select higher or lower; process repeated and hundreds place revealed to player if dice matches digit for that price Page 2; player must select from higher or lower as outlined above concerning Page 2 of the Price is Right Dice Game, in this case the player had to select higher or lower in the 1000s, 100s and 1s places because the 3, 4, and 5 of the dice did not

Art Unit: 3714

match the 4, 6, and 8 digits, respectively; player has to select last digit as higher or lower than five rolled on dice or prediction symbol in ones place of car price on Page 2, player correctly selected higher so 8 digit is revealed to player; game repeated until all digits are revealed and prize awarded to player in the event the player got all of the digits right, Pages 2 and 3). The new limitation of Claim 47 is addressed in the rejection of Claim 1.

21. As to Claim 48: Dice Game on Page 2 shows the 6 in the tens place being revealed by the six on the dice (prediction symbol) matching the actual value of that digit.

22. As to Claims 49 and 50: '369 teaches providing a game through a network which can be the Internet (6:5-19).

23. Claim 24 is rejected under 35 U.S.C. 103(a) as being unpatentable over Dice Game and '369 in view of Scarne.

24. As to Claim 24: '369 and Dice Game lack in initially displaying one of the components numbers, but this would have been obvious to one of ordinary skill in the art at the time the invention was made in light of Scarne ("Scarne's Encyclopedia of Card Games," by John Scarne, 1973, HarperCollins, Pages 9 and 10 discussing wild cards in poker and Page 282 discussing dealing one card face up to each player and the dealer, entered as NPL 08-27-2007). Poker and blackjack are both analogous to Dice Game in that the player is attempting to obtain a winning combination of indicia. Wheel of Fortune also teaches allowing players to buy a vowel (an initial display of

certain indicia in a target combination), which is analogous

(<http://web.archive.org/web/20040812155927/http://www.wheeloffortuneinfo.com/index.html>).

U.S. patent 5,788,573 A to the applicants (102(b)) teaches applying a game show as a bonus game in a wagering machine. The advantage of this combination would be to give the players a better chance at obtaining the winning combination of indicia, namely the correct price of the car in the Dice Game. This would serve to mitigate caused by the rule of the game being lost by one incorrect guess (Page 1, dice game).

Allowable Subject Matter

25. Claims 5 to 7, 12 to 14, 29 to 31 are objected to as being dependent upon a rejected base claim, but would be allowable if rewritten in independent form including all of the limitations of the base claim and any intervening claims. Increasing the modifiers based on the prediction symbol matching the component symbol is not possible in regard to the Dice Game reference as the player is trying to guess the fixed price of the car. It would not be possible to increase the price of the car.

Response to Arguments

26. Applicant's arguments filed 12-21-2007 have been fully considered but they are not persuasive. The examiner interpreted the claims as broadly as reasonable in light of the specification without incorporating limitations from the specification into the claims. The device created by the 103 combination of "Dice Game" and '369 (simply

Art Unit: 3714

applying a TV game to a wagering device) has a processor operable to select one of the component symbols (with player input) (component symbol being one of the digits in the price of the vehicle, player selects first digit, Page 1 of Dice Game). Dice Game designates one of the plurality of prediction symbols (six prediction symbols or sides on a die; die rolled, Page 1 of Dice Game). The rolled die (prediction symbol) is displayed to the player (Page 1 of Dice Game). The modifier (1000s digit, essentially a X1000 multiplier) is modified based on the prediction symbol (matching digit is displayed or notified to player before moving on to the next digit, Page 1 of Dice Game). A second modifier is changed if the prediction symbol matches the component symbol (player moves on to next digit in the event of a match, Page 1 of Dice Game). If the prediction symbol does not match the selected component symbol, two symbol sets are formed (ranges of digits above and below displayed die face, player must guess which range that digit of the car's price falls into, Page 1 of Dice Game); the player is enabled to input a prediction of which symbol set includes the selected component symbol, the selected component symbol is revealed to the player (Page 1 of Dice Game), and a third modifier is changed if the player correctly picks which symbol set includes the selected component symbol (moves on to next digit if correct range guessed, Page 1 of Dice Game). The steps are repeated until each of the component symbols is revealed (player guesses digits from left to right until all are guessed, one incorrect guess and the game is over, Page 1 of Dice Game). The player is provided an award based on all of the modifiers (sum of weighted digits in cars price or sum of modified multipliers, 1000s place or X1000 plus 100s place or X100 plus 10s place or X10 plus 1s place or X1).

Either the second modifier or the third modifier can be the next digit. The next digit or second modifier is moved on to if the player guess the digit exactly; the next digit or third modifier is moved on to if the player guessed the digit incorrectly but correctly guessed its range relative to the rolled die. Regarding the applicants' remarks on Page 25, the claim language does not appear to limit the selection of the value to only one criterion as cited in the applicants' specification. The examiner believes "Dice Game" renders obvious the independent claims for the reasons outlined above. This application of the reference to the claim language is not exactly the same as the embodiment disclosed by the applicants, but it is reasonably broad in light of the claim language.

27. Regarding the new limitation of displaying each of the component symbols for each play of the game, such a limitation is obvious over "Dice Game" and '369 in light of '837. Thomas in '837 (Paras. 41 and 73) discloses that at the end of the bonus game when the player has drawn a terminator or "Party Pooper" symbol, that all of the drawn and undrawn outcomes on the grid are displayed (see Fig. 9), so that the player can see all of the winning and losing outcomes, including those that were never drawn. It would have been obvious to one of ordinary skill in the art at the time the invention was made to have applied such a display on each play of the game as taught in '837 to "Dice Game." In the event the player correctly guessed the price of the vehicle, all of the component symbols or digits in the vehicle price would of course be displayed to the player and audience. This modification would do the same thing in the event of losing outcomes in which the player did not correctly guess all of the digits in the cars price, so

Art Unit: 3714

the complete price would be displayed in every event of the "Dice Game," whether winning or losing. The embodiment disclosed in "Dice Game" is a TV game show, in this case the "Dice Game" played on "Wheel of Fortune." Disclosing the remaining digits in the car's price in the event the player did not correctly guess all of the digits during the course of the game would have the effect and advantage of satisfying the curiosity of the losing player and curious members of the game show audience. It would also have the advantage of providing confidence and transparency to the game, since the player and audience would know in the end what price the car was. They could, for example, later on verify the car's price by consulting the National Automobile Dealers Association (Blue Book) guide to vehicle prices. The examiner notes that '369 (cited above) also cites an analogous limitation. Fig. 5 depicts a bonus game in which the player can select from two ranges of action, passing left or passing right, analogous to choosing a value higher than the displayed dice as in "Dice Game," or choosing a value lower than the displayed dice, in the event the displayed dice dose not match the digit's value." It is possible in Step 116 of Fig. 5 ('369) to complete the final lap with out any successful outcome. In either case, the total amount of the multiplier won in the bonus game is displayed in Step 118 on the player's credit display. The examiner respectfully disagrees with the applicants as to the claims' condition for allowability.

Conclusion

28. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Matthew D. Hoel whose telephone number is (571) 272-5961. The examiner can normally be reached on Mon. to Fri., 8:00 A.M. to 4:30 P.M.

29. If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Robert E. Pezzuto can be reached on (571) 272-6996. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

30. Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

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